

You had to come. *Had to.*

The others count on you, but you can't trust them.

There's something out there. Something hungry.

Will you survive?

What will it cost?

BEFORE THE DARK

Complete each Playbook.

- Underline one option from each italicized group.
- Underline four Resources.
- Fill in Relationship blanks.
- Roll a Secret.

You can fill in and underline the blank Resource if you roll a new Resource.

Choose at least six Playbooks; these are your Actors.

Choose one of them; this is your current Hero. The others are here too, but you don't control them directly.

Roll a *Threat* and fill out its Playbook. Complete the Natural Threat Playbook.

Look at your group's Goals and roll a *Mission Purpose*. Roll how the *Mission Starts*.

Narrate the beginning; end with *Disaster*.

DISASTER

| | | | |
|---|----------|---|---------|
| 1 | collapse | 4 | quake |
| 2 | flood | 5 | attack |
| 3 | betrayal | 6 | unknown |

INTHE DARK

Begin a new Round with an *Obstacle* and *Angle*. Roll 2d6 for each active Threat.

Roll *Fortune* for each Actor. Danger can result from fictional positioning too. If an Actor is in danger, define it.

Frame a question about the Hero, like "can the Diver climb faster than the water is rising?". Roll 2d6 + modifier.

Pick a Hero after the roll is resolved. Direct like a movie; jump around. Split them up. Interpret loose, fast, and hard.

After three questions are resolved, add up the total Good and Bad points of all Actors who rolled this round and look up the difference.

Roll *Fortune* for any Actors still in danger. An Actor is out of danger if they succeed on a roll that resolves the danger or if it has been averted.

Start a new Round.

MODIFIER

Base modifier is two minus Wounds. Subtract Force if the Hero is dealing with a Threat.

Add +1 if Role helps. +1 if any Adjectives help. +1 if Goal, Motive, or Relationships help.

The Wound adjective adds +1 or -1, if it matters. Add +1 for each truth the hero knows and can leverage.

RESOLUTION

12+ As 10+, and underline a new Resource or mark a Truth.

10+ Yes. +1 Good.

7-9 Yes. Mark d6/2 Wounds. +1 Bad.

6- No. Mark d6 Wounds. +1 Bad.

On the sixth Wound, the Actor is dead or lost and no longer eligible to be Hero.

THREAT

COINS

Earn a coin when an Actor uses their special ability, or a Hero uses their question, to affect another Actor.

Spend an Actor's coins on any roll to grant a bonus or penalty of coins spent. This can be a current action or as part of a flashback.

RESOURCES

Mark a Resource to roll a die again and keep the best. You can only mark underlined Resources. The second time you mark a Resource, it's lost.

OBSTACLE

| | | | |
|---|--------|---|---------|
| 1 | chasm | 4 | squeeze |
| 2 | water | 5 | scout |
| 3 | ambush | 6 | Actor |

THE THREAT

12, not here, 10+, Force 1, 7-9, Force 2, 6-, Force 3. If a Threat is dealt with directly, mark off the Force value. At full boxes, replace it with a new Threat.

THE 2D6 ORACLE

On a 7+, it's yes. On a -6, it's no. On a 9-, roll one: a break; a fail; a loss; a secret hurts; a false hope; a hard choice. On a pair, a *Wrinkle* interrupts.

AFTER THE DARK

When your Hero wants out and it's plausible, roll a d6 + Obstacles faced. On a 6 or higher, the next Round is the last. The exit is past the next Obstacle.

At the end of the round, add up the total Good points and the total Bad points of everyone who made it out. Look up the difference in *Game Results*.

On Fortune rolls, you choose if you roll each Actor in order, or roll all the dice first and then assign them.

ANGLE

| | | | |
|---|--------|---|----------|
| 1 | cross | 4 | escape |
| 2 | avoid | 5 | physical |
| 3 | social | 6 | mental |

THE TRUTH

When you discover a clue or weakness on a roll, mark a Truth. If all are checked, add an extra Outcome.

An Actor can skip the first Fortune roll of a Round (except the last) by marking any plausible Resource twice.

SECRETS

| | | |
|--------------------|-----------------|----------------------|
| 1-2 | 3-4 | 5-6 |
| 1 took advantage | 1 lied | 1 ruined someone |
| 2 fatally bad call | 2 stole credit | 2 cheated |
| 3 covered it up | 3 murder | 3 betrayal |
| 4 false accusation | 4 said nothing | 4 abandoned |
| 5 drove drunk | 5 let it happen | 5 left friend to die |
| 6 mob justice | 6 broke heart | 6 adultery |

DIVERTED

| | | |
|-----------------|-----------------|------------------|
| 1 fall in a pit | 2 cave-in | 3 floor collapse |
| 4 faction fight | 5 forked tunnel | 6 feeding room |

GAME RESULT

| | |
|---|----------------------------------|
| 1 | choose two Outcomes per survivor |
| 2 | choose one Outcome per survivor |
| 3 | choose one Outcomes |
| 4 | choose one Outcome then Final → |
| 5 | choose one Outcome then Final → |
| 6 | choose one Outcome then Final → |
| 8 | choose one Outcome then Final → |

OBSTACLE RESULT

| |
|----------------------|
| mark 2 Threat |
| mark 1 Threat |
| Diverted |
| Fortune, one |
| Fortune, all |
| Fortune, one, danger |
| Fortune, all, danger |

OUTCOMES

| | |
|-------------------------------------|-------------------------------------|
| A | someone gets a thing they want |
| B | threat doesn't get what it wants |
| C | someone thought dead isn't |
| D | someone's goal is twisted or ruined |
| E | the world is worse off |
| options can be taken more than once | |

threat • a solo rpg

katamoiran rpgs

Inspired by
Apocalypse World • *The Skeletons* • *The Planar Codex*

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FORTUNE

| | | | | |
|---|-------------------------|-----------|---------------|---------------|
| | normal | danger | final | final danger |
| 1 | d6 injury | | | |
| 2 | danger | d6 injury | | |
| 3 | danger | d6 injury | outcome D & E | d6 injury |
| 4 | pass poorly, +1 Bad | | outcome D | outcome D & E |
| 5 | resource or person lost | | choose D or E | outcome D |
| 6 | pass well, +1 Good | | extra outcome | choose D or E |

☐ THE BIOLOGIST

| Good | | Coins | | Bad | |
|---------|--|-------|--|------|---|
| Precise | | Picky | | Slow | Dying  |

gorgeous, driven • *feisty, icy* • *labwork, fieldwork*

Goal: *publish or perish* or *rescue a friend* _____

Motive: *Science!* or *show someone up* _____

The *lover, rival*, or *both* of the _____

The *ex-student* or *mentor* of the _____

Mark a Resource to mark Truth or to mark a Threat.

| | | | |
|------|---------|------------|----------------------|
| axe | science | field kit | <i>luck or skill</i> |
| fear | insight | pragmatism | |

☐ THE DIVER

| Good | | Coins | | Bad | |
|-------|--|----------|--|------|---|
| Cocky | | Reckless | | Slow | Dying  |

athletic, brave • *competitive, seasoned* • *diver, caver*

Goal: *get them out* or *be the first to do it* _____

Motive: *adrenaline junkie* or *prove superiority* _____

The *lover, rival*, or *both* of the _____

The *ex-student* or *mentor* of the _____

Mark a Resource to give someone your bonus on a roll.

| | | | |
|--------|----------|------------|----------------------|
| hammer | ruthless | climb kit | <i>luck or skill</i> |
| light | audacity | rebreather | |

☐ THE DOCTOR

| Good | | Coins | | Bad | |
|--------|--|-------|--|------|---|
| Poised | | Shaky | | Slow | Dying  |

charm, works out • *brilliant, learned* • *surgeon, GP*

Goal: *rescue a sibling* or *find a cure* _____

Motive: *selflessness* or *God complex* _____

The *lover, rival*, or *both* of the _____

The *ex-student* or *mentor* of the _____

Mark a Resource to unmark d6 Wound boxes.

| | | | |
|---------|----------|---------------|----------------------|
| scalpel | school | first aid kit | <i>luck or skill</i> |
| sense | medicine | illicit drug | |

☐ THE SUIT

| Good | | Coins | | Bad | |
|---------|--|--------|--|------|---|
| Sincere | | Greedy | | Slow | Dying  |

dapper, clever • *sales, lawyer* • *corporate power, money*

Goal: *enrich company* or *find out what went wrong* _____

Motive: *cover own ass* or *promotion* _____

The *lover, rival*, or *both* of the _____

The *former boss* or *former intern* of the _____

Unmark a Resource box.

| | | | |
|-------|------------|-------------|------|
| cash | antidote | dress shoes | luck |
| hobby | corp intel | oily charm | |

☐ THE SOLDIER

| Good | | Coins | | Bad | |
|--------|--|----------|--|------|---|
| Leader | | Stubborn | | Slow | Dying  |

hard, tough • *discipline, maverick* • *mercenary, special ops*

Goal: *contain it* or *get a sample* _____

Motive: *honor and duty* or *just follow orders* _____

The *lover, rival*, or *both* of the _____

The *sibling* or *former opponent* of the _____

Mark a Resource to reduce a Threat by d6; on 4+, roll a *Wrinkle*.

| | | | |
|-------|-----------|----------|----------------------|
| flare | CIA intel | training | <i>luck or skill</i> |
| c4 | weapons | edc gear | |

☐ THE LOCAL

| Good | | Coins | | Bad | |
|-------|--|--------|--|------|---|
| Staid | | Afraid | | Slow | Dying  |

familiar, quiet • *shady, naive* • *survived them, heard legend*

Goal: *find a loved one* or *prove it is real* _____

Motive: *regret for cowardice* or *make it right* _____

The *lover, rival*, or *both* of the _____

The *number one fan* or *thorn in the side* of the _____

Mark a Resource to treat a Fortune roll's result as a 4.

| | | | |
|--------|----------|-----------|----------------------|
| mace | courage | innocence | <i>luck or skill</i> |
| native | folklore | multitool | |

☐ THE WRANGLER

| Good | | Coins | | Bad | |
|-------|--|------------|--|------|---|
| Stoic | | Fatalistic | | Slow | Dying  |

notices, tough • *ex-felon, outcast* • *trains pet, predator*

Goal: *find a new one* or *do what must be done* _____

Motive: *grief over loss* or *get even* _____


The *lover, rival*, or *both* of the _____

The *former target* or *ex-partner* of the _____

Mark a Resource to give someone a Coin.

| | | | |
|------|------------|----------|----------------------|
| book | big knife | dart gun | <i>luck or skill</i> |
| pet | experience | empathy | |

☐ THE LAWMAN

| Good | | Coins | | Bad | |
|------|--|-------|--|------|---|
| Just | | Angry | | Slow | Dying  |

stubborn, quick • *eagle-eyed, composed* • *imposter, knight*

Goal: *remove threat* or *capture quarry* _____

Motive: *protect innocents* or *see justice done* _____

The *lover, rival*, or *both* of the _____

The *former target* or *ex-partner* of the _____

Mark a Resource to roll an extra die and add it to the total.

| | | | |
|-------|---------|-----------|----------------------|
| dodge | handgun | tac vest | <i>luck or skill</i> |
| baton | justice | authority | |

☐ THE CRIMINAL

| Good | | Coins | | Bad | |
|--------|--|---------|--|------|---|
| Intent | | Selfish | | Slow | Dying  |

improvise, cut • *scavenger, brawler* • *con artist, killer*

Goal: *repay a debt* or *earn freedom* _____

Motive: *protect loved ones* or *get mine* _____

The *lover, rival*, or *both* of the _____

The *former target* or *ex-partner* of the _____

Swap a Resource for one that you had hidden.

| | | | |
|------|----------|-------------|----------------------|
| shiv | matches | hidden ally | <i>luck or skill</i> |
| zen | tenacity | promise | |

Use common sense; the fiction must support an action or you can't do it. • Use traits to guide actions. • An Actor may use their special ability when you can explain how they do in the context of the fiction.

Note: Not all pdf viewers save form data properly. Use caution and test with a single playbook before relying on it over multiple sessions. You can also try "printing" to a new pdf as a backup. Or just print the sheet out.

THE BRUTE THREAT

Strength: speed • ferocity • raw power
Weapon: acid • razors • size
Weapon: mutilate • flense • dissolve
Appearance: repulsive • massive • feral
Goal: eat • breed • torture • destroy • survive • chaos

THE SUBTLE THREAT

Strength: stealth • charm • empathy
Weapon: drain • disguise • control emotions
Weapon: infect • enthrall • illusion
Appearance: just like you • seductive • hybrid
Goal: eat • breed • torture • destroy • survive • chaos

MISSION PURPOSE

| | | | | | |
|---|--------------------|---|-------------------|---|------------------------|
| 1 | rescue first group | 2 | retrieve artifact | 3 | shut down the facility |
| 2 | get crucial data | 5 | find a way out | 6 | finish the job |

MISSION STARTS

| | | | |
|---|-------------------------|---|---|
| 1 | hastily assembled group | 4 | meeting a group already on site |
| 2 | you wake up in the dark | 5 | you're the last survivor of first group |
| 3 | you're in a cell | 6 | a team building retreat gone wrong |

WHINKLE

| | | | | | |
|---|------------------|---|----------------------------|---|----------------------------------|
| 1 | new Threat | 2 | someone's already infected | 3 | time limit before strike or bomb |
| 4 | a killer strikes | 5 | it isn't where you thought | 6 | one of you is an imposter |

CLUES

| | | | | | | | | | | | |
|---|-------|---|--------------|---|------------|---|---------|---|-------|---|-------|
| 1 | virus | 2 | supernatural | 3 | inbreeding | 4 | genetic | 5 | alien | 6 | moral |
|---|-------|---|--------------|---|------------|---|---------|---|-------|---|-------|

THE ALIEN THREAT

Strength: unnatural aura • psionics • tough
Weapon: transform • combine • infect
Weapon: drive mad • absorb • convince
Appearance: madness • attractive • pervasive
Goal: eat • breed • torture • destroy • survive • chaos

THE NATURAL THREAT

| | |
|---|----------------------|
| 1 | fire |
| 2 | rising water |
| 3 | toxic gas |
| 4 | physical instability |
| 5 | mental instability |
| 6 | dwindling resource |

THREAT

| | | | | | |
|----|---------|---|--------|---|-------|
| 1 | Brute | 2 | Subtle | 3 | Alien |
| 4+ | Any Two | | | | |

NICKNAME

| | | | | | |
|---|------------|---|-----------|---|------------|
| 1 | From first | 2 | From last | 3 | From event |
| 4 | Rhyme | 5 | None | 6 | None |

HAIK

| | | | | | | | | | | | |
|---|-------------|---|----------|----|--------|----|--------|----|------------|---|-------|
| 2 | White | 3 | Platinum | 4 | Blonde | 5 | Auburn | 6 | Dark brown | 7 | Brown |
| 8 | Sandy Brown | 9 | Black | 10 | Orange | 11 | Red | 12 | Blue-black | | |

LOCATION

| | | | | | | |
|----|--------|---------|----------|------------|----------|--------|
| 3- | Caves | Oil rig | Subway | Museum | Ship | Camp |
| 4+ | Island | Mall | Big city | Small town | Facility | Colony |

EYES

| | | | | | | | | | | | |
|---|-----------|---|-------|----|-------------|----|------------|----|------------|---|-------|
| 2 | Violet | 3 | Gray | 4 | Light Blue | 5 | Dark Blue | 6 | Dark Brown | 7 | Brown |
| 8 | Red-Brown | 9 | Hazel | 10 | Olive Green | 11 | Pale Green | 12 | Amber | | |

NAMES

| | | | | | | | | | | | | | | | | | | | |
|----|----------------|----|-------------------|----|--------------------|----|-----------------|----|------------------|----|----------------|----|-----------------|----|-----------------|----|------------------|-----|--------------------|
| 1 | Preston Brooks | 2 | Levi Frazier | 3 | Tommy Murphy | 4 | Frances Hodges | 5 | Elijah Vargas | 6 | Carmen Price | 7 | Alonzo Rodgers | 8 | Ada Cain | 9 | Wendell Hanson | 10 | Rudolph Mendez |
| 11 | Jose Ford | 12 | Darrin Clarke | 13 | Kristen Lowe | 14 | Chelsea Bryant | 15 | Marlon Nguyen | 16 | Carrie Roberts | 17 | Walter Wolfe | 18 | Horace Haynes | 19 | Chester Goodwin | 20 | Fred Hogan |
| 21 | Kay Lane | 22 | Michelle Martin | 23 | April Holt | 24 | Olive Hall | 25 | Mable Perez | 26 | Jessie Craig | 27 | Nadine Powell | 28 | Tina Horton | 29 | Daisy Norris | 30 | Geoffrey Morton |
| 31 | Simon Floyd | 32 | Florence Pope | 33 | Boyd Hart | 34 | Gloria Griffin | 35 | Eva Weber | 36 | Alyssa Miller | 37 | Harry Ross | 38 | Freda Jackson | 39 | Marsha Alvarado | 40 | Timothy Fisher |
| 41 | Adrian Pittman | 42 | Phil Bradley | 43 | Jermaine King | 44 | Dwight Norman | 45 | Trevor Soto | 46 | Penny Ballard | 47 | Duane Stewart | 48 | Dean Anderson | 49 | Kristine Shelton | 50 | Jeannette Gibson |
| 51 | Sharon Osborne | 52 | Christopher Casey | 53 | Bill Page | 54 | Marie Patterson | 55 | Howard Singleton | 56 | Viola Patrick | 57 | Joan Lawrence | 58 | Aubrey Valdez | 59 | Luis Stone | 60 | Leonard Williamson |
| 61 | Daniel Guzman | 62 | Emmett Boyd | 63 | Hazel Poole | 64 | Gary Payne | 65 | Angelina Hunt | 66 | Bryant Davis | 67 | Doug Matthews | 68 | Edna Douglas | 69 | Thomas Fleming | 70 | Lance Mendoza |
| 71 | Josh Stanley | 72 | Ernestine Ellis | 73 | Krystal Norton | 74 | Willie Moss | 75 | Nicole Hines | 76 | Eloise Garza | 77 | Hubert Walker | 78 | Courtney Warren | 79 | Angel Collins | 80 | Antoinette Munoz |
| 81 | Alicia Romero | 82 | Jimmie Vega | 83 | Mercedes Schneider | 84 | Rickey Todd | 85 | Ray Vasquez | 86 | Noel Byrd | 87 | Yvonne Meyer | 88 | Jody Bailey | 89 | Drew Olson | 90 | Brandy Gill |
| 91 | Jill Macklin | 92 | Jerome Howell | 93 | Terri Kelly | 94 | Nancy Yates | 95 | Juana Brown | 96 | Allen Powers | 97 | Calvin Caldwell | 98 | Nora Armstrong | 99 | Leah Underwood | 100 | Clint Gregory |

Group Play Assign the role of Fate; Fate makes all Fortune rolls, describes the world, and details dangers. Fate also answers Oracle questions, either with a roll or as they choose. Each player takes one or more Heroes. At the beginning of each Round, Fate chooses one Hero to roll first; that Hero tags the next to roll, and so on. If the answer is yes, Fate narrates; if it is no, the player does. At the end, each survivor should calculate and spend Outcome points based on their own Good and Bad score (ignoring "per survivor").